

ABSTRACT

A board game with a firefighter theme. Players navigate the board picking up fire equipment along the way which is used to answer fire calls. Players who successfully answer a fire call obtain a district. The goal of the game is to obtain the most districts. Players can change ranks from lowest (Firefighter) to highest (Fire Chief) where fire calls are more easily answered by those players of higher rank. Players also may enter the hospital, have their equipment sent to the garage and experience other positive and negative results as the game progresses based on the squares on which they land and the cards which they draw.